

Blinded

An experimental first-person adventure game.



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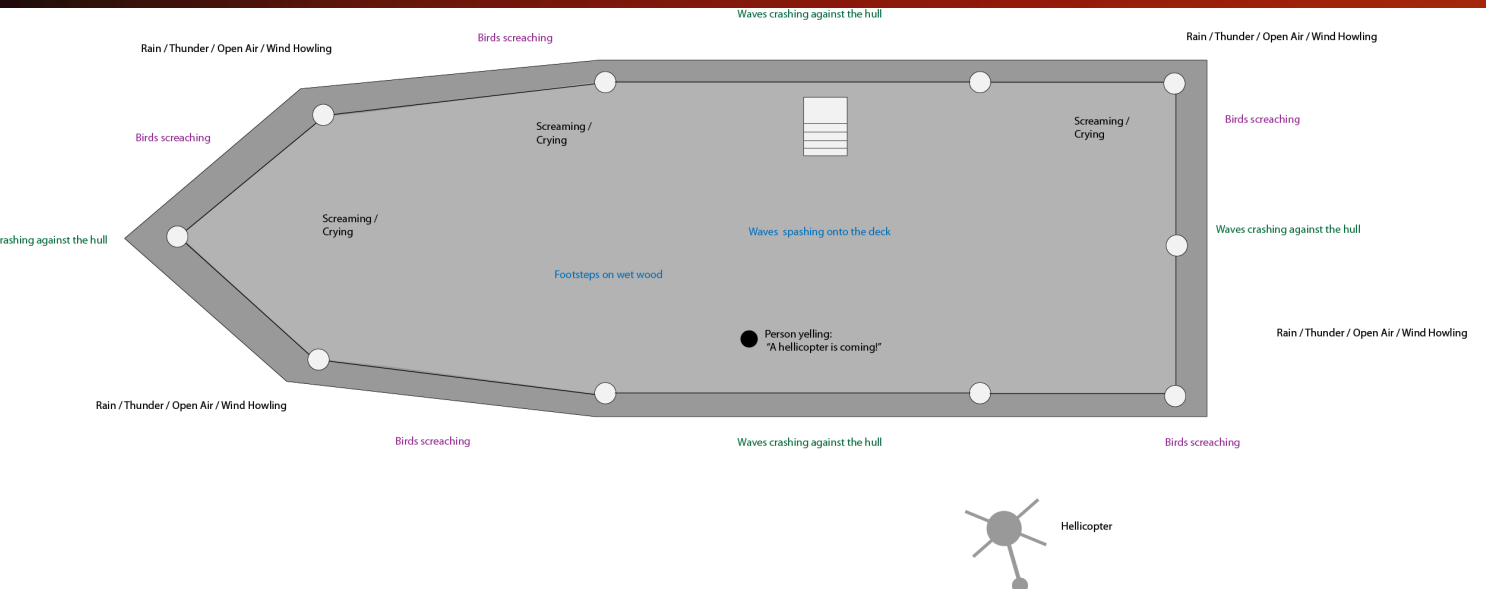
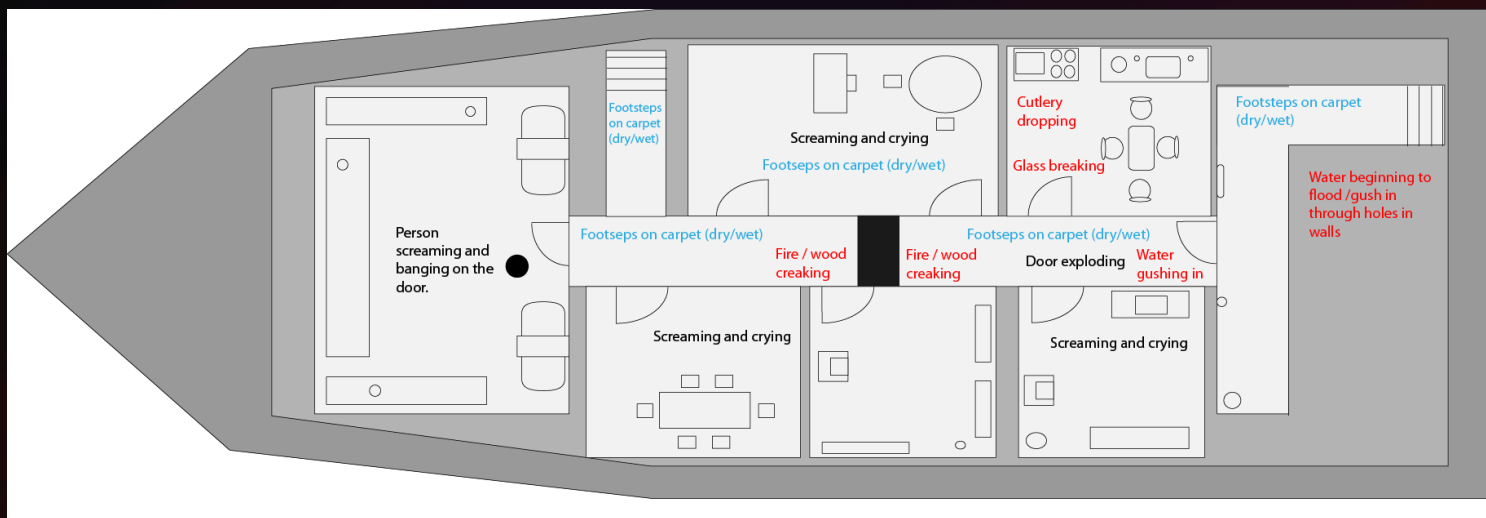
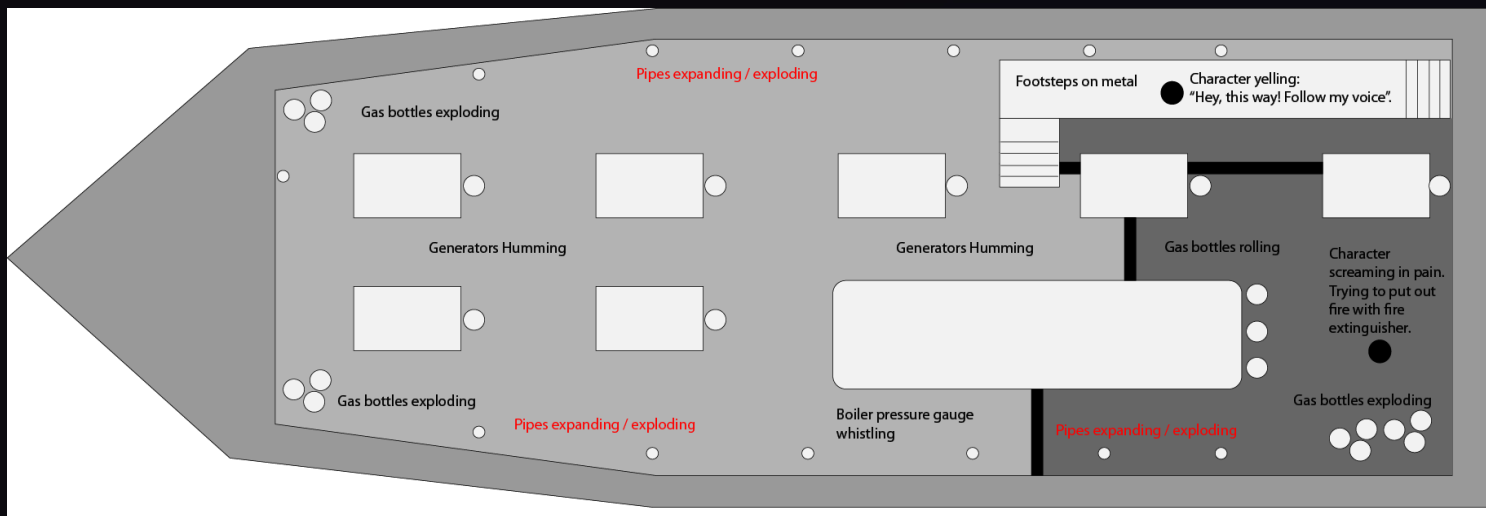
The Backstory

You are onboard a dilapidated partially converted tug boat sailing around the Mediterranean, a problem with a diesel generator in the engine room has cut power to the ships mains. It's your first time aboard this ship and as the ships-hand you were required to investigate. A blockage in the fuel tubes seemed to be the problem...but within moments the pressure in the tube caused a sudden rupturing resulting in a catastrophic explosion rendering you blind. You manage to pull yourself together and make your way back up the stairs through the aid of helpless people screaming and making their way to the top deck to escape the now sinking sea vessel. Whilst making your way up through the middle deck you can only hear the screaming of men, women and children trying to escape to avoid sinking to their own slow and silent death. Still sight impaired and still in a disorientated state you have to make it to the top deck.

Overview

Ambient sound
Soft / non obtrusive

Spot sounds / very distinctive



Sound List

TOP DECK

SPOT SOUNDS

- Fire Alarm (Sound Library)
- Ships Engine(Location (Williamstown ferry)
- Water flowing Various (Foley)
- BabyCrying (Location Recording and Sound Library)
- Metal Creaking (Foley Recording)
- Dialogue (Studio Recording)
- ShipPortal (location water dripping) and Sound library Howling wind
- Fire Burning (sound library)

AMBIENT

- HeartBeat (on player)(sound Library and created)
- Coughing (on player) (recorded @ whisper room studio)
- Rain (TopDeck) Location Recording
- Thunder(TopDeck) (online SoundLibrary)
- Waves Splashing on Deck(topDeck) (Splashing is Foley sound and waves are location and from sound library)
- Wave Atmos (Location Williamstown Pier)
- Storms Atmos (TopDeck)
- Wind (TopDeck) (Synthesized)
- Howling wind

MIDDLE DECK

SPOT SOUNDS:

Footsteps:

- Metal Grate x 10(lower deck)– (SoundLibrary)
- Metal Grate Shuffling x 7(lower deck) – Same as metal grate but cut shorter and longer (Sound Library)
- Wet Carpet x 3(middle deck)– Made from Bare feet on carpet and water splashing on concrete (SoundLibrary) and pumpkin being squashed (FreeSounds.org)
- Wet Carpet Shuffle x 3 (middle deck)– Same as Wet Carpet but cut shorter and longer with added water splash (SoundLibrary)
- Wet Wood x 9(upper deck) – Boots on wood(SoundLibrary) and water splashing on concrete(SoundLibrary)
- Wet Wood Shuffle x 5(upper deck) – Same as Wet Wood but cut shorter and longer (SoundLibrary)
- Broken Glass(middle deck) – Boots on gravel and glass movement(SoundLibrary)
- Thigh High Water- Ocean Movement and splash on concrete(SoundLibrary)
- Rubble – Boots on gravel, concrete moving, wood moving(SoundLibrary)
- Door Exploding – Synthesized from white noise (Created) with wood falling (SoundLibrary)
- Glass Breaking – (SoundLibrary)
- Cutlery Dropping – Concrete and wood movement with cutlery dropping multiplied (SoundLibrary)
- Gas Explosion – Gas leak, Crown Casino flames, Bush Fire, Ocean (SoundLibrary)
- Explosion (Synthesized from white noise) Creaking Metal(Location Recording)

AMBIENT:

- Hallway Fire – Bush fire (SoundLibrary) and Metal groaning (Foley recording)

ENGINE ROOM

- Generator (library synthesized) (Foley)
- Helicopter (library synthesized) (spot)
- Player patting (recorded) (spot)
- Player thuds (recorded) (spot)
- Wooden cupboards (recorded)
- Banging door (recorded) (spot)

Schedule

1st April - 8th of April

- Sound Document to be created and finalised. Group meeting is to be held to discuss potential story line.
- Delegation of parts out to group members.

9th - 30th of April

- Sounds to be recorded. (Inc. locational recordings)
- Sound map to be created and finalised.
- Sound recording and editing to commence.
- (Editing to be undertaken in FMOD with correct naming conventions implemented.)
- Progress report meetings:
- 15th April
- 22nd April
- 25th April
- 30th April

SOUND EDITING CHECKLIST

- Bit rate the same.
- File format .wav.
- Proper level balancing.
- Sufficient noise reduction.
- Quality is of high standard.
- Minimal or no distortion.
- Speaker testing. (A range of 4 different set/type of speakers inc PC sound card with different audio quality settings.)
- After speaker testing, decide on optimum settings (For sound card, PC settings as well as .speakers. I.e. 5.1 Surround Sound etc...)
- Files consist of clean starts and finishes.

1st of May

- Sound editing to cease.

2nd - 18th of May

- Sounds to be implemented into UDK.

9th - 2nd of June

- Finalisation to begin. (No more editing should be conducted after this date.)

3rd of June [DEADLINE]

- Assignment Due.

Implementation

Recording Methods

- Foley
- Shotgun microphones (with boom pole)
- Hand held audio recorders
- Underwater microphones
- Whisper Room

Delivery Format

- Original files are to be in .wav format.
- Individual files are to be no bigger than 5MB.
- Files are to be named with the following convention:

object_state_surroundings

i.e.

footstep_wet_metalFloor vase_break_dryCarpet

If there are more than one variation of a file the following convention applies:

object_state_surroundings_v1

i.e.

vase_break_dryCarpet_v1

vase_break_dryCarpet_v2

Programs

- FMOD (Primary)
- Audacity
- Soundbooth
- UDK

File format

The files should be created and maintained in .wav format within FMOD and then transferred into UDK where they will be scripted in.

Bibliography

URLS:

www.freesound.org

www.assembla.com/wiki/show/BlindGame

stephan's library

Programs:

FMod

Audacity

Soundbooth

Unity Engine

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Behind the Scenes

Images for Inspiration:

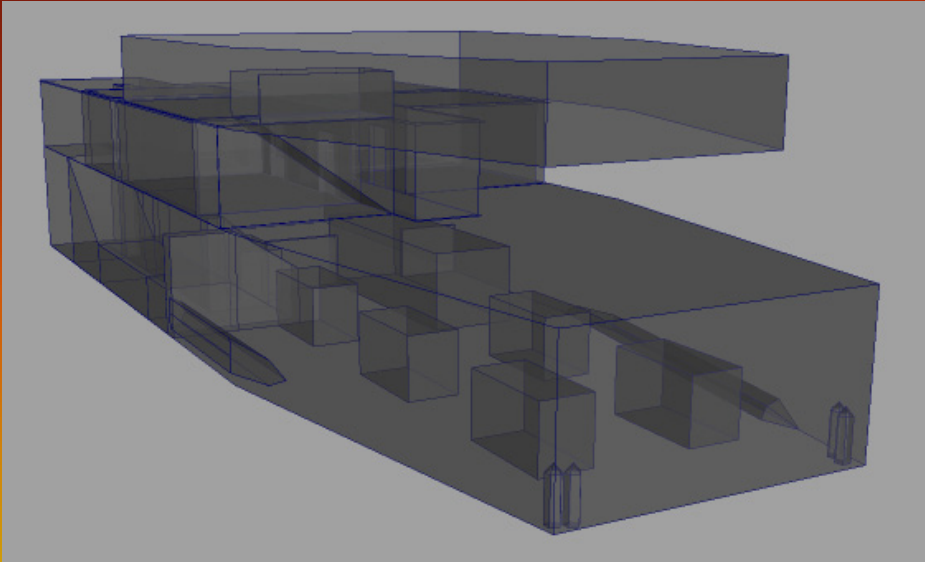
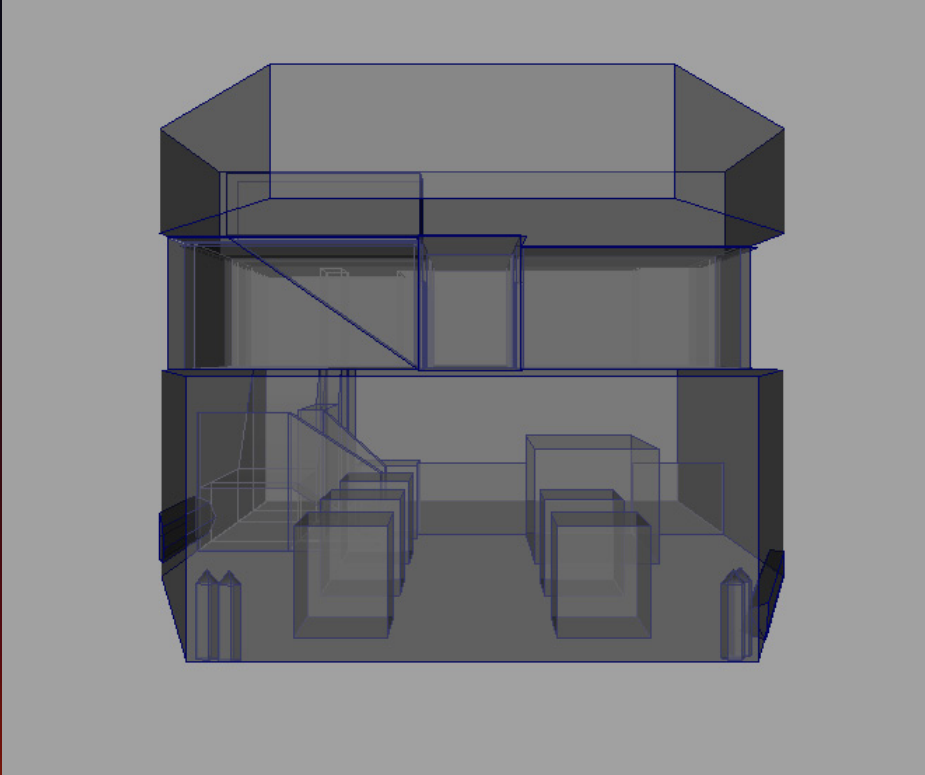
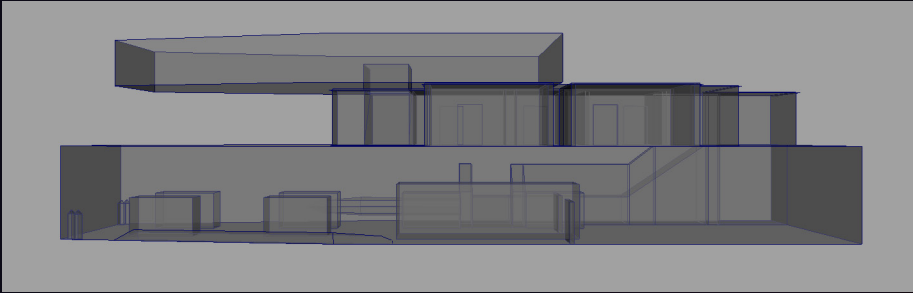
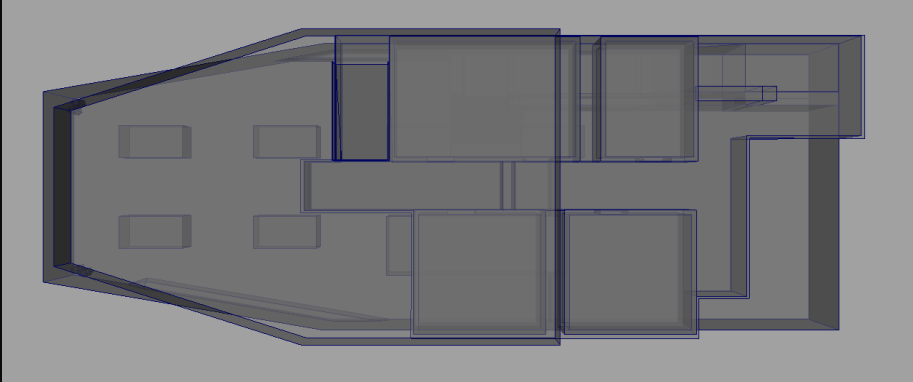
Exterior



Interior



The Model



In-Game Visualisations

